Tree Representation in Wood

358755_PixelRule.tiff ¬

728567_TaskArrowSm.tiff ¬ **Data structure:** Every node in the tree has 3 pointers: a pointer to his parent, a pointer to a sibling and a pointer to his first child.

paste.eps ¬

It is important to remember this structure when you navigate with the arrow keys in the tree ;../WorkingWithTrees/SelectNode.rtfd;;¬.

TaskArrowSm.tiff ¬ **Layout:** Wood uses a horizontal layout style, with the root to the left and the leaves to the right. This enables Wood to lay out trees with nodes having labels of varying length.
The following aesthetic rules are used:

CheckMark.tiff ¬ Siblings of the same parent node lie along a vertical line.

883753_CheckMark.tiff ¬ A subtree looks the same, regardless of

where it occurs.

7227_CheckMark.tiff ¬ A tree is drawn as compact as possible; layout distance between nodes is defined by two parameters: the distance to the parent and the border. Both parameters remain the same for every node.

424014_paste.eps ¬

The border parameter defines a buffer zone around a node, which is not allowed to be overlapped by another node.

554503_paste.eps ¬